

Types, Arrays, Expressions in Our Programming Language

(Data types)

- **Primitive data types** are: `int` (integers) and `bool` (Boolean).
- **Composite types**: (multi-dimensional) Arrays of primitive types of values, with integer indices.
 - Our purpose is to learn about program verification, so we keep the programming language as simple as possible.

(Expressions)

- An **expression** is a piece of code who can be evaluated to some value. In our programming language, expressions have primitive type values. For example, you can consider some non-quantified predicate as an expression with Boolean value. Expressions in our programming language can be built from:
 - **Expressions**
 - **Constants**: Integers (`0`, `1`, `-1` ...) and Boolean constants (`T` and `F`).
 - **Variables of primitive types**
 - **Functions** that return **primitive type values**
 - **Operations**:
 - On integers: `+`, `-`, `*`, `/`, `%`, `=`, `≠`, `<`, `≤`, `>`, `≥`, `sqrt()`...
 - ❖ Note that, `/` and `sqrt()` round toward 0 to an integer. For example, $13/3 = 4$, $13/(-3) = -4$, and $\text{sqrt}(17) = 4$.
 - ❖ Division and mod by 0 and sqrt of negative values generate runtime errors.
 - On Booleans: `¬`, `∧`, `∨`, `→`, `↔`, `=`, `≠` ...
 - On arrays: `size()` and array element selection. For example, $b = (0,3,4)$, then $\text{size}(b) = 3$.
 - **Arrays**:
 - As usual, $b[e]$ is array element selection. Note that, e is an expression evaluates to an integer.
 - $\text{size}(b)$ gives the length of b .
 - In a multi-dimension array, $b[e_0][e_1] \dots [e_{n-1}]$ is selecting the element with index e_0 in the first dimension, e_1 in the second dimension ... e_{n-1} in the n^{th} dimension. Note that, n is not a variable but an integer constant here. ("..." is not understandable). For example, $b = ((6,3), (2,5,8))$, then $b[1][2] = 8$.
 - Note that, we can never have an array appear by itself in an expression, it is always wrapped in some function, or we are selecting some element in the array.
 - **Conditional**: **`if B then e_1 else e_2 fi`**
 - Semantically, if B evaluates to true, then evaluate e_1 ; if B evaluates to false, then evaluate e_2 .
 - Note that, e_1 and e_2 are expression and we require them to have the same type.
 - There is also "**`if – else if – else`**" in our programming language, is written as **`"if B_1 then e_1 else B_2 then e_2 else e_3 fi"`**.
- Note that:
 - We don't explicitly declare variables; we assume that we can infer the types. For example: to have expression $p \vee x > 0$, we don't need something like "create variable x of type `int`".

- An expression must evaluate to a primitive type of value, so it cannot evaluate to an array. For example: (assuming a and b are two arrays) **if B then a else b fi[0]** is illegal. But **if B then $a[0]$ else $b[0]$ fi** is legal.
- Functions who return primitive type of values are allowed in an expression, but an expression cannot yield a function. For example: **if B then $f(x)$ else $g(x)$ fi** is legal; but **if B then f else g fi (x)** is not.

1. Are the following expressions legal?

- | | |
|---|-----|
| a. $x \% b[y]$ | Yes |
| b. $a[0 : 2]$ | No |
| c. if $x < 0$ then $x * x$ else $\text{sqrt}(x)$ fi $+ y$ | Yes |
| d. if $x < 0$ then p else T fi $+ y$ | No |
| e. if $i < 0$ then $b[0]$ else $i \geq \text{size}(b)$ then $b[\text{size}(b) - 1]$ else $b[i]$ fi | Yes |

(Notations)

- Most commonly, c and d are constants; e and s are general expressions; B and C are Boolean expressions; a and b are array names; and u , v , etc. are variables. Greek letters like α and β stand for semantic values.

(Evaluate an expression)

- In general, evaluation is a process to translate something “syntactic” to something “semantic”.
- With a proper state, an expression can be evaluated to a value of primitive type.
 - For example: $\sigma = \{x = 5, y = 2\}$, then $\sigma(x * y) = 10$. Here, $x * y$ is an expression that we want to evaluate, and σ is a state that’s proper for $x * y$.
- The value of $\sigma(e)$ depends on what kind of expression e is, so we use recursion on the structure of e (the base cases are variables and constants, and we recursively evaluate sub-expressions).
 - $\sigma(x)$ = the value that σ binds variable x to. For example, if $\sigma = \{x = 5\}$, then $\sigma(x) = 5$
 - $\sigma(c)$ = the value of the constant c . For example, $\sigma(5) = 5$. (σ is irrelevant here.)
 - $\sigma(e_1 + e_2)$ = the value of $\sigma(e_1)$ plus the value of $\sigma(e_2)$ [and similar for $-$, $*$, $/$ etc.].
 - $\sigma(e_1 < e_2) = T$ iff the value of $\sigma(e_1)$ is less than the value of $\sigma(e_2)$ [similar for \leq , $=$, etc.].
 - $\sigma(e_1 \wedge e_2) = T$ iff the value of $\sigma(e_1)$ and the value of $\sigma(e_2)$ are both T [similar for \vee , \rightarrow etc.].
 - $\sigma(\text{if } B \text{ then } e_1 \text{ else } e_2 \text{ fi}) = \sigma(e_1)$ if the value of $\sigma(B) = T$; it = $\sigma(e_2)$ if the value of $\sigma(B) = F$.
- As an aside, here we have a question, when we evaluate an expression, how does something “syntactic” become something “semantic”? In other words, how is a piece of code compiled into something meaningful to us? In this small section, to make this clear, I will use highlights to show the values (which are something semantic).

2. Let $z \equiv 2 + 3$, evaluate $\sigma(z)$.

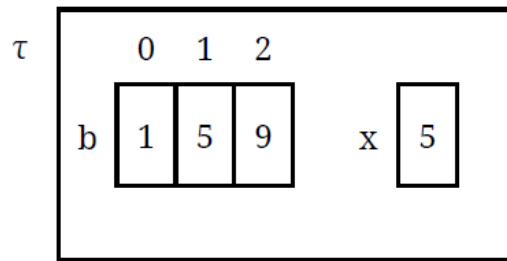
$$\sigma(2 + 3) = \sigma(2) + \sigma(3) = 2 + 3 = 2 + 3 = 5$$

3. Let $\sigma = \{x = 1\}$, let $\tau = \sigma \cup \{y = 1\}$, and let $e \equiv (x = \text{if } y > 0 \text{ then } 17 \text{ else } y \text{ fi})$, evaluate $\tau(e)$.

$$\begin{aligned} \tau(x = \text{if } y > 0 \text{ then } 17 \text{ else } y \text{ fi}) &= (\tau(x) = \tau(\text{if } y > 0 \text{ then } 17 \text{ else } y \text{ fi})) \\ &= (1 = \tau(\text{if } 1 > 0 \text{ then } 17 \text{ else } y \text{ fi})) \\ &= (1 = \tau(\text{if } T \text{ then } 17 \text{ else } y \text{ fi})) \\ &= (1 = \tau(17)) \\ &= (1 = 17) \\ &= (1 = 17) = F \end{aligned}$$

(Arrays and their values)

4. How to write the following state τ in our language?



- $\tau = \{b[0] = 1, b[1] = 5, b[2] = 9, x = 5\}$
We take the **value of an array** to be a **function** from index values to stored values.
- $\tau = \{b = \beta, x = 5\}$ where $\beta(0) = 1, \beta(1) = 5, \beta(2) = 9$
If we give the function a name β , then we can write τ like this.
- $\tau = \{b = \beta, x = 5\}$ where $\beta = \{(0, 1), (1, 5), (2, 9)\}$
The function β can also be expressed as a collection of tuples (index, stored value).
- $\tau = \{b = \beta, x = 5\}$ where $\beta = (1, 5, 9)$
The function β can also be simplified to a sequence of values.
- $\tau = \{b = (1, 5, 9), x = 5\}$

5. Let $\sigma = \{x = 1, b = \beta\}$ where $\beta = (2, 0, 4)$, evaluate $\sigma(b[x + 1] - 2)$.

$$\begin{aligned}
 \sigma(b[x + 1] - 2) &= \sigma(b[x + 1]) - \sigma(2) \\
 &= \sigma(b)(\sigma(x + 1)) - 2 \\
 &= \sigma(b)(\sigma(x) + \sigma(1)) - 2 \\
 &= \sigma(b)(1 + 1) - 2 \\
 &= \beta(2) - 2 \\
 &= 4 - 2 = 2
 \end{aligned}$$

Updating a State

- For any state σ , variable x , and value α , the “**update**” of σ at x with α , written $\sigma[x \mapsto \alpha]$, is the state that is a copy of σ except that it binds variable x to value α .
 - Note that, we are not really updating σ itself (although that is the traditional way to call this operation), that’s why we quote the word “update”: $\sigma[x \mapsto \alpha]$ is a new state and σ is not changed.
 - We can give $\sigma[x \mapsto \alpha]$ a new name but we don’t have to. We read $\sigma[x \mapsto \alpha](v)$ left-to-right — we’re taking the function $\sigma[x \mapsto \alpha]$ and applying it to variable v .
6. Let $\sigma = \{x = 1, y = 2\}$, answer the following questions about state τ .
- a. Let $\tau = \sigma[x \mapsto 3]$, then $\tau = \{x = 3, y = 2\}$.
 - b. Let $\tau = \sigma[z \mapsto 3]$, then $\tau = \{x = 1, y = 2, z = 3\}$.
 - $\sigma(z)$ doesn’t need to be defined (z is bind with a variable in σ) before updating σ .

- c. Let $\tau = \sigma[x \mapsto 1]$, then $\tau = \{x = 1, y = 2\}$.
- τ and σ are consist of the same bindings, they are not syntactically equivalent though (they are not the same state).

7. True or False

- a. If $\sigma(x)$ is not defined, then $\sigma[x \mapsto 0] = \sigma \cup \{x = 0\}$.
True
- b. If $\sigma(x)$ is defined and $\sigma(x) \neq 0$, then $\sigma[x \mapsto 0] = \sigma \cup \{x = 0\}$.
False, $\sigma \cup \{x = 0\}$ becomes ill-formed since x appears twice.
- c. Let $\sigma = \{x = 5\}$, then $\sigma[x \mapsto 0] \models x \geq x^2$.
True
- d. Let $x \neq y$ be both bound in σ , then $\sigma[x \mapsto 0](y) = \sigma(y)$
True.
- e. Let $\sigma = \{x = 5\}$, then $\sigma[x \mapsto x + 1] = \{x = 6\}$
False, we cannot bind a variable with an expression (something syntactic), it becomes ill-formed.
- f. Let $\sigma = \{x = 5\}$, then $\sigma[x \mapsto 2 + 1] = \{x = 3\}$
True, $2 + 1$ is a semantic value. Remember that a function who returns a primitive type is also semantic.
- g. Let $\sigma = \{x = 5\}$, $\sigma[x \mapsto \sigma(x + 1)] = \{x = 6\}$
True.

- We can do a sequence of updates on a state, such as $\sigma[x \mapsto 0][y \mapsto 8]$. Here, we read it left-to-right.
 - For example, let $\sigma = \{x = 2, y = 6\}$, then $\sigma[x \mapsto 0][y \mapsto 8] = \{x = 0, y = 6\}[y \mapsto 8] = \{x = 0, y = 8\}$.

8. True or False

- a. Let $x \neq y$, then $\sigma[x \mapsto 0][y \mapsto 8] = \sigma[y \mapsto 8][x \mapsto 0]$
True. The order of update doesn't matter if we have two different variables.
- b. Let $x \neq y$, then $\sigma[x \mapsto 0][y \mapsto 8] \equiv \sigma[y \mapsto 8][x \mapsto 0]$
False. Although they give the same state, the updating procedures are different.
- c. $\sigma[x \mapsto 0][x \mapsto 8] = \sigma[x \mapsto 8]$
True. The second update supersedes the first.
- d. $\sigma[x \mapsto 0][x \mapsto 8] \equiv \sigma[x \mapsto 8]$
False. Although they give the same state, the updating procedures are different.

9. Let $\sigma = \{x = 1\}$, then what is $\sigma[x \mapsto 2][z \mapsto \sigma[x \mapsto 3](x) + 10]$?

$$\begin{aligned} \sigma[x \mapsto 2][z \mapsto \sigma[x \mapsto 3](x) + 10] &= \{x = 2\}[z \mapsto \sigma[x \mapsto 3](x) + 10] \\ &= \{x = 2\}[z \mapsto \{x = 3\}(x) + 10] \\ &= \{x = 2\}[z \mapsto 13] \\ &= \{x = 2, z = 13\} \end{aligned}$$

- How to update a value in an array? What do we do if we want to update the value in $b[0]$? Since we handle array as a function from an index to the value stored, here let's expand the notion of updating states to updating functions.
- If δ is a function and α and β are valid elements of the domain and range of δ respectively, then the update of δ at α with β , written $\delta[\alpha \mapsto \beta]$, is the function defined by $\delta[\alpha \mapsto \beta](\gamma) = \beta$ if $\gamma = \alpha$ and $\delta[\alpha \mapsto \beta](\gamma) = \delta(\gamma)$ if $\gamma \neq \alpha$.
 - Note that, if we consider state as a function, then the definition of updating a state follows the above definition as well. The only difference is that the α and γ here are values.

For example, let function $\delta = \{(4,6), (3,7), (2,5)\}$, then $\delta[2 \mapsto 3] = \{(4,6), (3,7), (2,3)\}$. Also, $\delta[2 \mapsto 3](2) = 3$, $\delta[2 \mapsto 6](3) = 7$.

- Say σ is a (proper) state with an array b , with $\eta =$ the function $\sigma(b)$. If α is a valid index value for b , then $\sigma[b[\alpha] \mapsto \beta]$ means $\sigma[b \mapsto \eta[\alpha \mapsto \beta]]$. So, updating σ at $b[\alpha]$ with β involves updating σ with an updated version of η , namely $\eta[\alpha \mapsto \beta]$, as the value of b .
 - For example, $\sigma = \{x = 3, b = (2, 4, 6)\}$, then $\sigma[b[0] \mapsto 8] = \{x = 3, b = (8, 4, 6)\}$. Here, $\sigma(b)$ is $(2, 4, 6)$ as a function (which can also be written $\{(0, 2), (1, 4), (2, 6)\}$, so $\sigma(b)[0 \mapsto 8]$ is the function $(2, 4, 6)[0 \mapsto 8] = (8, 4, 6)$.